



**Wellington Hockey Association
Open Grade Handbook
2020**



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1. INTRODUCTION

1.1 INTRODUCTION

This document has been compiled by Wellington Hockey Association (WHA) to assist in giving players rules that are consistent, clear & concise. Every endeavor has been made to address the important areas of the game, however, should the rules prove to be deficient in any regard; the WHA Chief Executive reserves the right to deal with all matters not provided for.

1.2 OBJECTIVES

WHA works to increase the competitive nature of the game in the Premier grades & enjoyment of the more social elements in the Reserve grades. These rules will be one of the mechanisms to aid in delivering these objectives.

2. 2020 SEASON INFORMATION

2.1 KEY DATES

Team Registrations Close	Monday, 23 March 2020
AGM	Monday, 30 March 2020
Players to be registered using WHA format (SportLomo)	Tuesday, 31 March 2020
Results Officials' name, email, mobile due	Thursday, 9 April 2020
Open Grade Competition Begins	Saturday and Sunday, 18 and 19 April 2020
Players to be registered against teams in (SportLomo)	Friday, 1 May 2020
30% Affiliation Fee Due	Friday, 15 May 2020
Affiliation Balance Due	Friday, 12 June 2020
P1 Finals Day	Saturday, 15 August 2020
P2-R3 Finals Days	Saturday and Sunday, 19 and 20 September 2020
Competition Review Meeting	Monday, 19 October 2020
Special Competition AGM	Monday, 30 November 2020

2.2 2020 COMPETITION FEES

- 2.2.1 The Open Grade Competition Affiliation fee for 2020 is \$2,947.29 (including GST) per team. This includes the Hockey NZ affiliation fee of \$921.64 per team.
- 2.2.2 In addition game fees for Open Grade teams are \$95.05 (including GST) per team per game.
- 2.2.3 Turf invoices for practice sessions will be sent out, and must be paid in full by the 20th of the month following the invoice date. A club will not be able to field a team if it is more than 30 days in arrears without communication with WHA.
- 2.2.4 A withdrawal fee of \$300 per team is payable by a club if it withdraws any team after 23 March 2020, unless prior arrangements are made with WHA for an extension of date.
- 2.2.5 Any fees that are not paid by the due date can incur a 10% penalty.
- 2.2.6 A team will be excluded from the Finals of their competition if the affiliation fee is not paid by 17 July 2020, unless prior arrangements are made with WHA for an extension of date.

2.3 GAME DAYS

Premier 1 Women and Men:	Saturday
Premier 3 Women and Men:	Saturday
Reserve 2 Women:	Saturday

Premier 2 Women and Men:	Sunday
Reserve 1 Women and Men:	Sunday
Reserve 2 Men:	Sunday
Reserve 3 Men:	Sunday

2.4 GAME TIMES

- 2.4.1 Where possible games will be scheduled to begin at the following times.

* SATURDAY NHS

12.45pm and 1.00pm
2.30pm and 2.45pm
4.15pm and 4.30pm
6.00pm and 6.15pm

SUNDAY NHS

11.00am and 11.15am
12.45pm, 1.00pm
2.30pm and 2.45pm
4.15pm and 4.30pm
6.00pm and 6.15pm

* FRASER, MAIDSTONE, ELSDON SATURDAYS AND SUNDAYS

Saturdays: 12.30pm, 2.00pm, 3.30pm, 5.00pm.
Sundays: 11.00am, 12.30pm, 3.30pm, 5.00pm

* KAPITI

Saturdays: 12.30pm, 2.00pm, 3.30pm
Sundays: 11.00am, 12.30pm, 2.00pm, 3.30pm

DALEFIELD

Saturdays: 1.15pm, 2.45pm, 3.30pm

*** NB:**

Games may start earlier on Saturdays prior to the juniors starting their competition.

Game start times can vary by 15 minutes to the times listed above.

Saturday games may start as early as 11.00am and finish as late as 7.30pm

Sunday games may start as early as 9.30am and finish as late as 7.30pm.

2.4.2 WHA reserves the right to change the draw if required with 48 hours' notice e.g. if turf time becomes available through defaults, deferments or commencing games earlier.

2.4.3 Home and Away games - WHA will provide home game to highest grading teams for Finals week 1, where practical.

3. TEAM REGISTRATION

3.1 WHERE TO REGISTER TEAMS

3.1.1 Clubs must register their teams through SportLomo no later than 23 March 2020.

3.2 NUMBER OF TEAMS

3.2.1 Clubs may register the following maximum number of teams per grade:

P1	1 Team
P2 & P3	2 Teams
R1, R2 & R3	Unlimited

3.2.2 On registration, all teams within a club must be ranked from highest to lowest, 1 being the highest.

3.2.3 The results from the grading round will determine the rank of each team for the Competition Rounds, e.g. if Kapiti 4 finished above Kapiti 3 and are promoted, then they become Kapiti 3.

3.2.4 If R2 and R3 grades have insufficient teams to make a meaningful competition, WHA may combine the grades. This will be done in consultation with the impacted clubs.

3.3 STANDINGS AND SEEDINGS

3.3.1 At the start of each season each team is graded on the basis of its final position in the previous season. Except as set out in (a) and (b) below, teams finishing first will be promoted to the grade above and those finishing last will be relegated to the grade below:

(a) A team may not be promoted if there is already the maximum number of teams from that club in the grade above. In such case, the team finishing last in the higher grade will not be relegated.

(b) Promotion to and relegation from P1 will be determined by a P1 Promotion/ Relegation game. The eligible team finishing highest in P2 may challenge the team finishing 8th in P1, with the winner being promoted to P1 at the start of the following season. Eligible P2 teams must indicate to the WHA in writing their interest in challenging for P1 status at least three weeks before the end of the P2 competition rounds, no later than Monday 10 August 2020. If the highest finishing eligible P2 team elects not to challenge for promotion, the next eligible team that finished in the

top four of P2 may so challenge.

3.4 NEW TEAM

3.4.1 Subject to 3.4.2, a new team to the competition must be entered into the lowest grade.

3.4.2 A new team may apply to be placed in a more appropriate grade. This will be considered on a case-by-case basis and at the discretion of WHA. This should be requested in writing via email to info@wellingtonhockey.org.nz and must be completed before the new team is registered.

3.5 NUMBER OF PLAYERS PER TEAM

3.5.1 The minimum number of players which can be registered in a team is:

- (a) Club's first team – 12 players
- (b) All other teams – 14 players

4. PLAYER REGISTRATION

4.1 WHERE TO REGISTER

4.1.1 Clubs must register all players through SportLomo by 31 March 2020.

4.1.2 Subject to 4.1.7 any team failing to register its players by the specified date - 31 March 2020 on the Player Registration Form or failing to supply all mandatory information, in the format requested, shall be deemed to be playing unregistered players & shall forfeit match points and be fined accordingly until this is complete.

4.1.3 With no SportsTG next season, the process and system for registering players will be advised by WHA and will be mandatory.

4.1.4 All players must be registered in a team before the 3rd playing weekend of the season (2 May 2020).

4.1.5 Additional registrations must be emailed to WHA advising of the new players by 12 noon on the Friday prior to game. They must be completed prior to the player taking the field of play and must be confirmed by Wellington Hockey before the registration is accepted.

4.1.6 In order to be eligible to play for a club's team in Finals week 1, semifinals, preliminary finals round and Finals in any season, a player must have been registered with that club and played at least 4 weeks prior to the end of the Phase 2 rounds. Note that in 2020 the dates by which a player must have been registered and played for a team to be able to play for that team in Finals week1, semifinals, preliminary finals and Finals are 26 June 2020 for P1 and 7 August 2020 for P2 to R3

4.1.7 Noting the rules above, to foster opportunity for clubs to encourage new players to play social hockey, unregistered players or an unregistered player may play two games for a club in the R1, R2 and/or R3 grade without that club forfeiting match points.

4.2 MINIMUM AGE RESTRICTIONS

4.2.1 (a) P1 - All players must be at least 15 years of age as of 1 January 2020.

(b) All other grades – All players must be at least bona fide secondary school students in 2020

4.3 PLAYER TRANSFERS

4.3.1 A transferring player's new club must complete the transfer of that player through SportLomo. Players who owe money to WHA will not be allowed to transfer without the approval of WHA.

4.3.2 A P1 player transferring to a new club may not play in a lower grade, unless agreed by WHA. Requests to be made in writing to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz.

4.4 UNFINANCIAL PLAYERS

4.4.1 Any player who owes money to WHA or to their club will not be eligible for either club or representative selection. Any club requiring assistance with an unfinancial player should contact WHA.

4.5 VISITING PLAYERS

4.5.1 Subject to 4.1.6, A club which has a student returning to Wellington for term breaks can request permission from WHA for that player to play as long as they were a member of that club prior to leaving Wellington. Requests must be made by the club in writing to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz. No system transfer required. Note that rule 4.1.6 applies to any such player.

4.6 REPRESENTATIVE PLAYERS

4.6.1 A representative player may not play in a lower grade than they did in the previous season without prior written approval from WHA. Requests to be made in writing to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz.

4.7 GRADING OF PLAYERS

4.7.1 A player may play out of their registered grade when playing 'up', as long as they have played more games in their registered grade than in the higher grade, i.e. a P3 registered player must play more games for P3 than for P2.

4.7.2 No player may play in any grade lower than that in which he or she is registered (except as per below).

A Club may apply to WHA to have a player re-graded down. This will be at WHA's discretion. WHA guidance is 3 re-gradings for one player within one season is considered reasonable in this regard. Re-grading of players will not occur within 4 weeks prior to the commencement of the P1 Semi-finals (1 August 2020) and P2-R3 Playoffs (5 September 2020).

4.7.3 Except as set out in (a) and (b) below, a player may not play in a lower grade than that in which they are registered.

(a) Reserve Grade teams may nominate 4 players to play 'down' in their lowest ranked team, but only from the team immediately above the lowest team. Teams must both be in Reserve Grades and the players' names must be emailed to WHA by the third playing weekend of the season (Monday 4 May 2020).

(b) Goalkeepers in P3-R2 may play down if the incumbent goalkeeper is unavailable and they have the prior approval of WHA. Requests for approval are to be made to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz

- 4.7.4 Subject to 4.7.6, no player can be registered in a grade two grades or more below the grade in which they were registered in either of the previous two seasons.
- 4.7.5 Players wishing to regrade 2 or more grades lower may apply to WHA for dispensation on the following grounds; medical conditions, lapse in play of one season. Adequate information must be provided to WHA when seeking dispensation. Requests for approval are to be made to the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz
- 4.7.6 A club may apply up to three times per season for one player to be regraded.
- 4.7.7 Goalkeepers can play “down” as a field player with the prior approval of WHA. Requests for approval to be made to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz. This must be marked on every Match Card.
- 4.7.8 If a player is from another Association or Club, clearance must be obtained from that Association or Club before that player plays for their new Club. Players registered in Premier One in their previous Association or Clubs teams cannot compete in any lower grade competitions within the same season unless dispensation has been agreed by WHA.

5. MATCH DAY

5.1 UMPIRES

- 5.1.1 Umpires are the sole judges of rules and duration in conjunction with the Tournaments and Competitions Manager.
- 5.1.2 Umpires will enforce the FIH Rules of Hockey 2019, including the amendments to those Rules approved by the FIH Executive in December 2018, which came into force on 1 January 2019, as well as the provisions of this Handbook.
- 5.1.3 A team must provide an umpire for every game in which it plays. WHA will provide umpires when available. Teams will be notified by WHA if umpires are appointed.

5.2 NUMBER OF PLAYERS

- 5.2.1 A team in P2 to R3 may not play more than 16 players in a game.
- 5.2.2 A P1 team may play a maximum of 18 players, of whom two must be bona fide goalkeepers wearing full protective equipment. If a P1 team chooses not to include a second goalkeeper, they are limited to using a maximum of 16 players in a game.
- 5.2.3 A game may not be started unless both teams have a minimum of 7 players. This includes a fully kitted goalkeeper.
- 5.2.4 A team that does not have at least 7 players at the designated start time for the game will be deemed to have defaulted the game. (Refer 6.2.7).

5.3 MATCH CARDS

- 5.3.1 Only players listed on the game Match Card may play in that game.
- 5.3.2 Match Cards must be clearly printed with First Name, Surname and Shirt Number of each player. No

two players may be allocated the same shirt number.

- 5.3.3 Teams must complete a Match Card before the game, then hand it to either umpire.
- 5.3.4 Teams must review the Match Card after the completion of the game and the coaches or captains must sign their confirmation of the result before posting it in the Match Box, or before the club's Results Official enters the result via SportLomo.
- 5.3.5 A goalkeeper playing "down", as a field player and players nominated as playing down must be clearly marked on the Match Card.
- 5.3.6 Umpires must print and sign their names on the Match Card and check that penalty cards and injuries are recorded correctly.
- 5.3.7 Umpires must place the Match Card in the Match Box provided at each venue. Match Cards can be found at the following locations:

National Hockey Stadium	Tunnel at northern end
Fraser Park	Box inside changing room entrance
Elsdon	Technical Bench (middle dugout)
Maidstone Park	Container in the dugouts
Kapiti	Technical Bench (middle dugout)

NOTE: Match cards are the sole official record of the match. As it is the requirement of BOTH CAPTAINS to check & confirm details it is therefore the only official document for independent review of who played & what incidents, injuries, personal penalty cards & points scored may have resulted. Thus, it is essential that cards are correctly and legibly completed.

- 5.3.8 In the event of a complaint, entries on incorrectly and illegibly completed cards shall be deemed not to exist.
WHA exercises its right to penalize and/or fine players, teams & clubs found to be in breach of the rules set down in the local competition handbook. The penalty/fines are based on the severity of the offences; these are graded into the following classifications;
 1. Minor - \$30.00 fine per offence (e.g. usually for administrative errors such as cards not being filled out correctly).
 2. Medium - \$50.00 fine per offence & loss of match points
 3. Major - \$50.00 fine per offence & loss of match points
 4. Repeat - Repeat offending (3 or more breaches of the same rule) will cause escalation of the fine to the next level

5.4 DURATION OF GAMES

Each game will be played for the following durations:

P1, P2 and P3 GRADES	
1 st quarter	17.5 minutes
Break	2 minutes
2 nd quarter	17.5 minutes
Half Time	5 minutes
3 rd quarter	17.5 minutes
Break	2 minutes
4 th quarter	17.5 minutes

R1 to R3 GRADES	
1 st half	35 minutes
Half Time	5 minutes
2 nd half	35 minutes

5.5 RESULTS OF GAMES

- 5.5.1 Umpires or Results Officials will update the match result via the SportLomo Referee App or by the automated text message, or by posting the Match Card in the Match Box.
- 5.5.2 Any incorrect information is to be reported to WHA by contacting info@wellingtonhockey.org.nz
- 5.5.3 In the event that an online result differs from that on the Match Card, the Match Card result will be deemed to be correct.

5.6 HOCKEY BALLS

- 5.6.1 Each team will supply it, with one to be used. A coloured ball may be used as an alternative if playing under lights or if turf colour makes a white ball difficult to see.

5.7 PLAYING GEAR

- 5.7.1 It is strongly recommended that shin pads and mouth guards be worn by every all player.
- 5.7.2 It is strongly recommended that face masks and gloves be worn for players when defending a penalty corner subject to 5.7.5 below.
- 5.7.3 Players must not wear peaked caps, although collapsible sun visors are permitted.
- 5.7.4 Teams must start each game with a goalkeeper who wears a different coloured shirt from his or her teammates, protective equipment comprising at least headgear, leg-guards and kickers, and who is also permitted to wear goalkeeping hand protectors and other protective equipment.
- 5.7.5 During a game a team may choose to play with field players only. Under this option, no player has goalkeeping privileges or wears a different coloured shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke: and all players must wear shirts of the same colour as their teammates. Any change between these options shall be treated as a substitution.
- 5.7.6 Track pants may not be worn while playing.

5.8 BLOOD BIN

- 5.8.1 A player who is bleeding or who has an open wound must leave the turf and may not return until the injury has been treated.
- 5.8.2 Blood stained clothes must be replaced.
- 5.8.3 Blood stains on the turf must be cleaned immediately.
- 5.8.4 First aid kits are located as shown below. All teams playing at venues other than NHS should have their own first aid kit and ice packs.

National Hockey Stadium	In the tunnel by the changing rooms
Fraser Park (only when pavilion is open)	In the foyer
Kapiti (only when kiosk is open)	In the kiosk

6. DEFERMENTS, DEFAULTS AND CANCELLATIONS

6.1 DEFERMENTS

- 6.1.1 A team may seek to defer a game for official representative fixtures if 3 or more players are participating in an official representative fixture for national teams, NHL, U21 or Senior Nationals.
- 6.1.2 Any team seeking to defer a game on the above ground must notify WHA 3 weeks prior to the game in question. Requests for deferment must be emailed to info@wellingtonhockey.org.nz.
- 6.1.3 A team may seek a deferment if it has 3 or more players representing a national team. If the opposition agrees to the deferment, WHA will reschedule the game if possible. Requests for deferment must be emailed to WHA on info@wellingtonhockey.org.nz
- 6.1.4 A team may not seek a deferment on consecutive weekends.
- 6.1.5 Deferred games will be rescheduled by WHA to a Monday where possible.
- 6.1.6 No deferments for the P1 competition will be approved due to players attending U18 and Wellington Representative) tournaments, secondary school tournaments or secondary school fixtures.

6.2 DEFAULTS

- 6.2.1 A team wishing to default a scheduled game must notify WHA no later than 1pm on the Friday before the game.
- 6.2.2 Failure to do so will result in the loss of 2 points and a possible fine.
- 6.2.3 A team winning by default will gain 4 points with 5 goals awarded.
- 6.2.4 A defaulting team will incur the full costs of the turf.
- 6.2.5 If the teams are from the same club, the club will pay the fee and no points will be awarded.
- 6.2.6 Any team that defaults 2 games in succession, or 3 games during the season may at the discretion of WHA be withdrawn from the competition. No matches played by such team before its withdrawal will count.
- 6.2.7 A game may not be started or continued unless both teams have at least 7 players including a fully kitted goalkeeper. If designated start time or at any time later a team does not have at least 7 players, they will default the game.

6.3 CANCELLATIONS

- 6.3.1 WHA rarely cancels games. If a game has been cancelled before the scheduled start time, WHA will communicate this to the teams through the WHA Phone App, Facebook and where possible

through club contacts.

- 6.3.2. Games may be cancelled due to flooding, ice, hail or severe wind chill. The Umpires will make the final decision, after consultation with the effected teams and nominated WHA duty officer, if the decision to cancel was not made earlier in the day by WHA.
- 6.3.3 Games may be cancelled due to failure of lights, watering equipment, lighting playing surface & goal defects that may cause health & safety risk for players. The Umpires will make the final decision, after consultation with the effected teams and nominated WHA duty officer, if the decision to cancel was not made earlier in the day by WHA.
- 6.3.4 Games may be cancelled due to an Act of God (force majeure). In these circumstances Wellington Hockey will reschedule the matches to a Monday where practical. Where this is not practical or if the results are not material to overall grade rankings, then the cancelled match will be deemed a draw.
- 6.3.5 Cancelled games will be rescheduled where possible. If it is not possible, the game will be deemed a draw.
- 6.3.6 If a team chooses not to play when conditions have been deemed suitable for play, the other team will be declared the winner by default.
- 6.3.7 If a game in progress is stopped & cancelled, the rescheduled match will re-commence at the point when the game stopped. E.g. game stopped in the 53rd minute begins from the 53rd minute thus 17minutes to play. The players named on the score card and players who are registered with the team will be the team that continues the game. Players not registered with the team or not on the original match card (i.e. from lower grades) are not permitted to play in the rescheduled match.
- 6.3.8 All Open Grade Finals if cancelled – games for place 1st v 2nd and 7th v 8th will be rescheduled within the following week.

7. P1 COMPETITION STRUCTURE

- 7.1 **8 Team Split Competition - Clubs need to advise expected P1 team registrations by Friday, 28 February 2020. (The final team registration due on Monday, 23 March 2020)**
 - (a) In Phase 1, teams in the men's and women's competition will play each other once in Competition round 1, resulting in 7 games per team.
 - (b) In Phase 2, teams would split up in Top 4 and Bottom 4, playing 2 competition rounds, resulting in 6 matches per team.
 - (c) Following completion of Phase 2, there is Phase 3 involving Finals week 1, Semi Finals and Preliminary Finals rounds followed by Grand Finals.
- 7.2 **FINALS WEEK 1/SEMI FINALS/PRELIMINARY FINALS/GRAND FINALS FORMAT**

Following completion of Phase 2 (Top 4 and Bottom 4), there is Phase 3 involving Finals week 1, Semi Finals and Preliminary Finals rounds followed by Grand Finals:

Men's/Women's Phase 3

Finals week 1 – 25 July 2020			
Game A 1 st v 4 th <i>Winner to Game E</i> <i>Loser to Game C</i>	Game B 5 th v 8 th <i>Winner to Game C</i> <i>Loser to Game 7th v 8th Playoff</i>	Game G 6 th v 7 th <i>Winner to Game D</i> <i>Loser to Game 7th v 8th Playoff</i>	Game H 2 nd v 3 rd <i>Winner to Game F</i> <i>Loser to Game D</i>
Semi Finals – 1 August 2020			
Game C Loser Game A v Winner Game B <i>Winner to Game F</i> <i>Loser to 5th v 6th playoff</i>	Game D Winner Game G v Loser Game H <i>Winner to Game E</i> <i>Loser to 5th v 6th playoff</i>	Game 7th v 8th Playoff Loser Game B v Loser Game G	Game Z Winner Game A Winner Game H <i>Bye</i>
Preliminary Finals – 8 August 2020			
Game E Winner Game A v Winner Game D <i>Winner to 1st Place Final</i> <i>Loser to 3rd place Final</i>	Game F Winner Game H v Winner Game C <i>Winner to 1st Place Final</i> <i>Loser to 3rd place Final</i>	Game 5th v 6th Playoff Loser Game C v Loser Game D	
Grand Finals – 15 August 2020			
1st Place Final Winner Game E v Winner Game F	3rd Place Final Loser Game E v Loser Game F		

Option 2 – In case a team drops out - 7 TEAM P1 COMPETITION FORMAT

COMPETITION ROUNDS AND PLAYOFFS/FINAL

The teams in the competition will play each other twice in two Competition Rounds, resulting in 12 games per team. Following completion of Competition Round, there are two Playoff Rounds followed by Finals. (It includes 2 byes per team and as per 2019 format)

7.3 PROMOTION TO/RELEGATION FROM P1

- 7.3.1 The P1 team that places last overall will play the top eligible P2 team that expresses a desire to. Note: P2 teams refer to 8.7.1 as to registering interest.
- 7.3.2 The winners of these games will be in the P1 competition in 2021 and the losers will be in P2. In the event of a draw at the end of normal time, the positions will not change.
- 7.3.3 WHA will set the date and venue for the games. The proposed date will be later in September after National Hockey Championship.
- 7.3.4 WHA will appoint umpires to the P1/P2 promotion/relegation games. Games will be played under rules of the higher grade.

8. P2 – R2 COMPETITION STRUCTURE

8.1 GRADING ROUND

- 8.1.1 The following is based on an 8-team grade. If a grade has less than 8 teams a different format will be implemented. Refer to section 8.8 and 9 for the R2 and R3 competition format.
- 8.1.2 Teams will play 5 grading games and 14 Round Robin games (rather than 15 as need to keep the total number of games at 22) in the Competition Round. This plus 3 finals round games makes 22.

8.2 P2 – R2 GRADING ROUNDS

- 8.2.1 Seedings are based on standings at the end of the previous season. A promoted team from the previous season is seeded 8, and a relegated team is seeded 1 in the grade below.

Grading Rounds 1 to 3 – 18/19 April 2020, 25/26 April 2020 and 2/3 May 2020

Each team will play the other teams in their pool (3 games each)

Pool A	Pool B
1 st seed	2 nd seed
4 th seed	3 rd seed
5 th seed	6 th seed
8 th seed	7 th seed

Based on placings at the end of Grading Rounds 1 to 3, the following games will be played.

Grading Round 4 – 9/10 May 2020

Pool A 1 st v Pool B 2 nd	Game W
Pool A 2 nd v Pool B 1 st	Game X
Pool A 3 rd v Pool B 4 th	Game Y
Pool A 4 th v Pool B 3 rd	Game Z

Grading Round 5 (Final Grading Round) – 16/17 May 2020

Winner Game W v Winner Game X	Playoff for 1 st & 2 nd
Loser Game W v Loser Game X	Playoff for 3 rd and 4 th
Winner Game Y v Winner Game Z	Playoff for 5 th and 6 th
Loser Game Y vs Loser Game Z	Playoff for 7 th and 8 th

8.2.2 Every game in Grading Rounds 4 and 5 must have a declared winner. In the case of a draw at the end of normal time, the teams will proceed immediately to shoot-outs (See Appendix - Shoot-outs) No extra time will be played.

8.2.3 Players who have not finished serving their suspension time (green or yellow cards) at full time may take part in the shoot-outs.

8.3 PROMOTION AND RELEGATION (FOLLOWING GRADING ROUND)

8.3.1 The following games will be played during the week beginning the 17 May 2020.

P2 8 th v P3 1 st	P3 8 th v R1 1 st	R1 8 th v R2 1 st	R2 8 th v R3 1 st
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8.3.2 A team will not be eligible to play off for promotion to a higher grade if their club already has the maximum number of teams in the higher grade. The next eligible team in the top 4 may choose to play off for promotion.

8.3.3 Promotion and Relegation games will be played under rules of the higher grade.

8.4 ROUND ROBIN COMPETITION

8.4.1 After the completion of the Grading Rounds, including promotion/relegation games, the Competition Rounds begins. Each team plays all other teams in their grade twice (Competition Round 1 and Competition Round 2).

8.5 PLAYOFFS/FINALS FORMAT

Following completion of Competition Round 2, there are two Playoff Rounds followed by Finals – see table on next page:

PLAYOFFS/FINALS FORMAT

PLAYOFFS ROUND 1 - 5 / 6 September 2020

TOP 4		BOTTOM 4	
Game A 1 st v 2 nd <i>Winner to 1st Place Final (but with a in friendly Playoff Round 2)</i> <i>Loser to Game C</i>	Game B 3 rd v 4 th <i>Winner to Game C</i> <i>Loser to Game D then to 3rd place playoff for Finals</i>	Game E 5 th v 6 th <i>Winner through to 5th Place Playoff (but with a friendly in Playoff Rd 2)</i> <i>Loser to Game G</i>	Game F 7 th v 8 th <i>Winner to Game G</i> <i>Loser to 7th Place Playoff</i>

PLAYOFFS ROUND 2 - 12/13 September 2020

Game C Loser Game A v Winner Game B <i>Winner to Final</i> <i>Loser to 3rd Place Playoff</i>	Game D Winner Game A v Loser Game B <i>(friendly)</i>	Game G Loser Game E v Winner Game F <i>Winner through to 5th Place Playoff</i> <i>Loser to 7th Place Playoff</i>	Game H Winner Game E v Loser Game F <i>(friendly)</i>
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FINALS – 19/20 September 2020				
1 st Place Final Winner Game A v Winner Game C	3 rd Place Playoff Loser Game B v Loser Game C		5 th Place Playoff Winner Game E v Winner Game G	7 th Place Playoff Loser Game F v Loser Game G

8.5.1 Although Games D and H are friendlies, they must be treated like any other game in the competition.

8.6 PROMOTION AND RELEGATION (AFTER FINALS)

8.6.1 The team winning each grade, other than P2, will be automatically promoted to the grade above, except where a club already has the maximum number of teams in the higher grade.

8.6.2 The team finishing 8th (or last) in each grade, other than P1, will be automatically relegated to the grade below, even if the club has the maximum number of teams in the lower grade.

8.7 PROMOTION TO P1

8.7.1 Any eligible team in P2 must register their interest in challenging for P1 at least 3 weeks before the end of Competition Round 2 (Monday 10 August 2020). A team is not eligible to play for promotion to P1 if the club already has a team in P1, unless that team finishes last after the competition rounds. In such case, the team will remain in P2 (See 3.3.1).

8.7.2 The eligible team must finish in the top 2 of P2 at the end of Competition Round 2. 1st place will get priority, then 2nd.

8.7.3 WHA will appoint umpires to the P1/P2 Promotion/Relegation games and determine the venue for the match.

8.7.4 In the event of a draw at the end of normal time the P1 team will remain in P1.

8.8 R2 MEN'S GRADING ROUND (6 TEAMS)

The competition round structure for the lowest grades will depend on the number of entries received and will be advised to clubs as soon as entries are confirmed.

Seeding is based on end of season standings. Each team will play each other once (5 games each).

ROUND 1 - 5				
1 v 4	3 v 1	5 v 3	2 v 5	4 v 2
3 v 2	4 v 5	1 v 2	3 v 4	5 v 1
5 v 6	2 v 6	4 v 6	1 v 6	3 v 6

1st placed team will go into Promotion/Relegation Match against the team finishing last in R1. Last placed team will go into the Promotion/Relegation Match against the team finishing 1st in R3 (Refer 8.3.1)

8.9 R2 MEN'S COMPETITION ROUND (6 TEAMS)

After all teams have moved to their respective grades, each team will play each other twice.

8.10 R2 MEN'S FINALS ROUND (6 TEAMS)

Playoffs Round 1	Game A 1 st v 2 nd	Friendly 3 rd v 6 th	Game B 4 th v 5 th
Playoffs Round 2	Game C Loser Game A v 3 rd	Friendly Winner Game A v Winner Game B	Game D Loser Game B v 6 th
Finals	1st Place Finals Winner Game A v Winner Game C	Friendly Loser Game C v Loser Game D	4th Place Finals Winner Game B v Winner Game D

1st place will automatically be promoted to R1. 6th place will be relegated to R3.

This is also explained in more detail for the 6-team R2 grade:

Playoff Round 1

TOP THREE SEMI FINAL

Game A: 1st vs 2nd
Winner to Final on Finals weekend but has a friendly on Playoff Round 2
Loser to Game C on Playoff Round 2

**3rd place has a friendly this week then goes to C the following week (see below)*

BOTTOM THREE SEMI

Game B: 4th vs 5th
Winner to Friendly on Playoff Round 2
Loser to Game D on Playoff Round 2

**6th place has a friendly this week then goes to D the following week (see below)*

FRIENDLY

3rd vs 6th
3rd place goes to Game C on Playoffs Round 2
6th place goes to Game D on Playoffs Round 2

Playoff Round 2:

TOP THREE MAJOR SEMI FINAL

Game C: Loser Game A vs 3rd
Winner to 1st Place Final on Finals weekend
Loser finishes 3rd and plays a friendly on Finals weekend

BOTTOM THREE MAJOR SEMI FINAL

Game D: Loser Game B vs 6th
Winner through to 4th vs 5th Playoff game Finals weekend
Loser finishes 6th and plays a friendly on Finals weekend

FRIENDLY

Winner Game A from first round playoff vs Winner Game B from first round playoff

FINALS week

TOP THREE MAJOR FINAL

1st Place Final: Winner Game A vs Winner Game C (winner promoted)
 3rd Place: Loser Game C from week prior finishes 3rd in the grade and has a friendly vs 6th (see below)
 4th vs 5th Playoff: Winner Game B vs Winner Game D
 Friendly: Loser Game D (6th place) vs Loser Game C (3rd place)

(6th place is relegated for the following season)

9. R3 MEN'S COMPETITION STRUCTURE

9.1 R3 MEN'S GRADING ROUND (7 TEAMS)

9.1.1 Seeding is based on end of season standings. Promoted team becomes 8th in the grade above and relegated team becomes 1st in the grade below.

Each team will play each other in their pool – 3 games.

Pool A	Pool B
1 st	2 nd
4 th	3 rd
5 th	6 th
BYE	7 th

Grading Round 4

Based on team placing at the end of pool play, the following games will occur (1 game)

Pool A 1 st v Pool B 2 nd	Game W
Pool A 2 nd v Pool B 1 st	Game X
Pool A 3 rd v Pool B 4 th	Game Y
Pool B 3 rd	BYE (Game Z)

Grading Round 5

Winner Game W v Winner Game X	Playoff for 1 st and 2 nd
Loser Game W v Loser Game X	Playoff for 3 rd and 4 th
Winner Game Y v Winner Game Z	Playoff for 5 th and 6 th
Loser Game Y v Loser Game Z	7 th Place awarded – No Game

9.1.2 Every game in Grading Round 4 and 5 must have a declared winner. In the case of a draw at the end of normal time, the teams will proceed immediately to shoot-outs (See Appendix - Shootouts) No extra time will be played.

9.1.3 Players who have not finished serving their suspension time (green or yellow cards) at full time may take part in the shoot-outs. 1st placed team will go into Promotion/Relegation Match against the team finishing last in R2. (Refer 8.3.1)

9.2 COMPETITION ROUND (7 TEAMS)

After all teams have moved to their respective grades, each team will play each other twice. With one team having a BYE per week.

9.3 R3 MEN'S PLAYOFFS AND FINALS (7 TEAMS)

After all teams have moved to their respective grades, each team will play each other twice. With one team having a BYE per week.

TOP 4		BOTTOM 3	
Game A 1 st v 2 nd <i>Winner to Final</i>	Game B 3 rd v 4 th <i>Winner to Game C</i>	Game E 5 th v 6 th <i>Winner through to 5th Place Playoff</i>	7 th has a bye <i>Go to Game G</i>

<i>Loser to Game C</i>	<i>Loser to Game D</i>		
Playoff Round 2			
Game C Loser Game A v Winner Game B <i>Winner to Final</i> <i>Loser to 3rd Place Playoff</i>	Game D Winner Game A v Loser Game B <i>(friendly)</i>	Game G Loser Game E v 7 th Place Team <i>Winner through to 5th Place Playoff</i> <i>Loser finishes 7th</i>	Winner Game E Bye
Finals			
1 st Place Final Winner Game A v Winner Game C	3 rd Place Playoff Loser Game B v Loser Game C	5 th Place Playoff Winner Game E v Winner Game G	Loser of Game G finishes 7th

Although Game D and H are friendlies, they must be treated like any other game in the competition. Promotion to the R2 Grade will be automatic for the 1st placed team.

10. DETERMINING A WINNER

10.1 FINALS WEEK 1/SEMI FINALS/PRELIMINARY FINALS/GRAND FINALS

- 10.1.1 Every finals week 1, semifinal, preliminary final and Grand Final games must have a declared winner. In the case of a draw at the end of normal time, the teams will proceed immediately to shoot-outs (See Appendix Shoot-outs). No extra time will be played
- 10.2.1 Players who have not finished serving their suspension time (green or yellow cards) at full time may take part in the shoot-outs.

11. COMPETITION FINER DETAILS

11.1 TEAM SEEDINGS

Competition Rounds

- 11.1.1 After the completion of the Grading Rounds, including promotion/relegation games, the Competition Rounds begin. All teams begin with 0 points.
- 11.1.2 Team seedings at the end of Competition Round 2 will be based on competition points.
- 11.1.3 If at the end of Competition Round 2, two or more teams have the same number of competition points, they will then be ranked by the number of games won.
- 11.1.4 If there still remains equality a shoot-out competition will determine the team seedings (See Appendix – Shoot-outs).

- 11.1.5 If there still remains equality between two or more teams then the following order will be used:
1. Goal Difference
 2. Goals For
 3. Matches Played between teams in question
 4. Goal Difference between teams in question
 5. Goals For between teams in question
- 11.1.6 If there still remains equality, a shoot-out competition will determine the seedings (see Appendix Shoot-outs)
- 11.1.7 If there remains equality between more than two teams, the shoot outs will involve all such teams, with at least five shootouts to be taken. A ranking will then be established based upon the results.
- 3 points will be awarded to the team with the highest number of goals.
 - 1 point for an equal amount of goals
 - 0 points to the team with the lowest number of goals.
- 11.1.8 If a tie remains, the teams having the equal number of points in the shoot-outs will be ranked according to rule 11.1.5
- 11.1.9 If an equal position of 3 teams or more still remains, the same procedure will be repeated until the teams can be ranked.
- 11.1.10 **FINAL ROUNDS:** No points will be carried over from the Competition Rounds to the Playoffs and Final rounds.

11.2 COMPETITION POINTS

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- 1 Bonus Point for winning by 5 goals or more
- A team winning by default: 4 points with 5 goals awarded
- A team failing to appear for a scheduled game will have 2 points deducted. The opposing team will win by default.

11.3 CARD SYSTEM

- 11.3.1 Umpires may issue the following cards (as per FIH):

Card Colour	Suspension Time	Penalty Points
Green	2 minutes suspension	1 point
Yellow	5-10 minutes suspension	3-6 points (3 if a club umpire)
Red	Sent off for the remainder of the game	12 points

- 11.3.2 Players who are issued with a card must identify themselves to the umpires or WHA. Failure to do so will result in a red card. If a club doesn't identify the player within 48 hours WHA may suspend the team.
- 11.3.3 Players who swear on the turf may be temporarily suspended. No penalty points will be incurred. Umpires may impose a minimum of 2 minutes suspension time. Repeat offenders may be

required to appear before the Judicial Committee.

- 11.3.4 If a coach/manager or team official breaches the Code of Conduct, umpires should stop the game and officially warn the captain(s) and provide the opportunity for captains to brief all those concerned. If the breach of Code of Conduct continues the umpires can send off the captain of the offending team. If the captain refuses, they will be temporarily suspended and will incur penalty points. WHA will inform the club of the breach.
- 11.3.5 Penalty points incurred by a player will apply for the current playing season. After that the penalty points are automatically removed unless there is a judicial outcome awaiting.
- 11.3.6 Players who reach 12 penalty points receive the following automatic suspension if the Judicial Committee elects not to have a hearing.

Green & Yellow	Minimum 1 match suspension	<p>Those who reach 12 points will be notified by written notice through the club as to when their suspension will begin:</p> <p>WHA will confirm the suspension in writing to the club and state any requirements for the player to appear before the Judicial Committee.</p> <p>The Judicial Committee may require the player to appear before it and may impose an additional suspension.</p> <p>The player may challenge any card issued on payment of a \$40 fee, which will be forfeited if not upheld.</p> <p>6 points will remain on the player's record for the duration of the season.</p>
Red	Minimum 1 match automatic suspension	<p>The suspension will be automatic:</p> <p>WHA will confirm the suspension in writing to the club and state any requirements for the player to appear before the Judicial Committee.</p> <p>The Judicial Committee may require the player to appear before it and may impose an additional suspension if necessary. WHA will confirm the penalty in writing to the club secretary.</p> <p>6 points will remain on the player's record for the duration of the season.</p>

11.4 JUDICIAL COMMITTEE

- 11.4.1 The purpose of the Judicial Committee is to deal with any matters arising from breaches of the Code of Conduct.
- 11.4.2 The matters may include individuals or umpires. The incidents may be automatic through accumulation of penalty points or complaints raised by an individual or club.
- 11.4.3 Complaints relating to matters that have been dealt with by an umpire will not usually be considered unless the umpire or a club that was involved raises the complaint.
- 11.4.4 The WHA Board will deal with whole team or club related behaviour on and off the turf.

NB: The full Judicial Rules can be found on the WHA website.

APPENDIX – SHOOT-OUTS

The procedure for taking shoot-outs for determining a winner is;

1. 5 players named on the Match Card will be nominated by each team and their names given to the umpires (no red carded players).
2. The umpires choose the goal and will toss a coin with the captains. The winner of the toss decides whether to take or defend the first shoot out.
3. All team members may be on the field of play but must remain behind the half-way line.
4. The manager and other shoot out players must be behind the 23m line and 10m away from where the shootout starts. The non-engaged goalkeeper may be on the backline, outside the circle.

TAKING A SHOOT OUT

5. The goalkeeper starts on the goal line. The attacking player starts behind the 23m line. The ball is placed on the centre of the 23m line.
6. When the whistle is blown, both shoot out players may then move in any direction.
7. The shoot-out is complete when:
 - 8 seconds have elapsed;
 - The attacker commits an offence;
 - The goalkeeper commits an unintentional offence, which will result in a retake by the same shoot-out player;
 - The goalkeeper commits an intentional offence, which will result in a stroke being awarded. Attacking player may be switched for another player on the Match Card who has not been suspended; or
 - The ball goes out (including if the goalkeeper intentionally plays the ball out).
8. If the attacking player or goalkeeper is injured at any point, they can be replaced by one of the players on the Match Card.
9. If the attacking goalkeeper is suspended at any point, they can be replaced by one of the players on the Match Card.
10. If the attacking player is suspended at any point, their goal and any future shoot outs will count as a no goal. Any previously converted shoot outs will count as a goal.
11. If the scores are tied after each of the 5 shoot-outs, a further round is played involving the same players who can take the shoot-outs in any order. The team which went first in the 1st round will go second in the 2nd round.

In the second and subsequent rounds, the winner will be the team which has scored more goals after each team has taken the same number of shoot-outs.



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